ALL-OUT ACTION WITH THE SEGA SUPERSTARS!

Sonic the comic

No. 18 February 4th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

PROWER POWER!

NEW TAILS STORY STARTS INSIDE!

EP SEGA Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!
Look out! The Champions are coming! That's right, Sega's sizzling new street-fightin' game, **Eternal Champions**, on sale right about now, is also heading straight for the pages of STC as a brand-new comic strip starting next issue!

For the first (and not last) time STC has worked closely with Sega during the development of **Eternal Champions** to make sure the E.C. comic series is as faithful as possible to the game. So, again, for the first (and not last) time you can buy a new Sega game and read the STC comic strip and the same time!

In fact, E.C. The Comic Series is just the start of STC's coverage of the Champs. Coming soon the **Eternal Champions Special** - 48 pages of comics strips, features, facts and tips exclusively about Sega's newest superstars! You can't afford to miss it. Stay tuned for more details.

Also next issue, the welcome return of one of STC's original superstars - ninja master Joe Musashi - in a brand-new series of **Shinobi**. This time the action moves to Tokyo as Joe enters the heart of the evil Neo Zeed organisation.

Two new series sadly mean we have to say farewell to two old ones. **Ecco** comes to the end of the first part of his story this issue and the latest **Legend of the Golden Axe** comes to a close. Fear not, both will be back with new stories before you know it.

Speaking of new stories, our newest superstar, Miles 'Tails' Prower, kicks off a new adventure inside. How will the 'Hero of Mobius' get out of this one? Only STC will tell.

Sadly there's no room to tell you about the next **Sonic The Poster Mag**, due out next month. Oh well, a good reason for you to come back here in two weeks' time to hear even more exciting news!

Megadroid

S.T.C. NEWS

NEW SERIES: PREPARE TO ACTIVATE

ETERNAL CHAMPIONS

From Earth's past, present and future they came - the greatest martial arts masters history has known. Shadow, Larcen, Jetta, RAX, Midknight, Trident, Blade, Slash and Xavier. Once they fought each other to become the Eternal Champion . . . now they are **The Eternal Champions** - a team of unimaginable power, ready to battle evil through time itself. Prepare to enter the next level of excitement in STC 19.

SHINOBI

Joe Musashi is The Shinobi (the 'disguised one'). Ninja master and lone fighter, he still desperately searches for the woman he loves, held captive by the evil Neo Zeed organisation. Join **Shinobi** in 'The Art of War', the following chapter in his startling story, starting next issue.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1	new	FIFA INTERNATIONAL SOCCER
2	—	ALADDIN
3	new	SONIC SPINBALL
4	▼	STREETFIGHTER 2 CHAMP ED.
5	new	SENSIBLE SOCCER
6	▼	MORTAL KOMBAT
7	▼	F1
8	▲	JUNGLE STRIKE
9	▼	MICRO MACHINES
10	▼	SONIC THE HEDGEHOG 2

MEGA CD

1	new	SONIC CD
2	new	THUNDERHAWK
3	new	LETHAL ENFORCERS
4	new	SILPHEED
5	▼	NIGHT TRAP
6	▼	FINAL FIGHT
7	▼	SEWER SHARK
8	▼	ECCO THE DOLPHIN
9	▲	SHERLOCK HOLMES
10	re	ROAD AVENGER

MASTER SYSTEM

1	new	SONIC CHAOS
2	new	JUNGLE BOOK
3	▼	MORTAL KOMBAT
4	new	JURASSIC PARK
5	▼	TAZ-MANIA
6	re	OLYMPIC GOLD
7	new	F1
8	▼	MICKEY MOUSE 2
9	▼	LEMMINGS
10	new	OUTRUN EUROPA

GAME GEAR

1	new	SONIC CHAOS
2	▼	MORTAL KOMBAT
3	new	JUNGLE BOOK
4	▼	ECCO THE DOLPHIN
5	—	JURASSIC PARK
6	▼	SONIC THE HEDGEHOG 2
7	new	COOL SPOT
8	▼	LEMMINGS
9	▼	MICKEY MOUSE 2
10	▼	TALESPIN/DONALD DUCK

Sponsored by PENGUIN ELSPA CHARTS compiled by GALLUP

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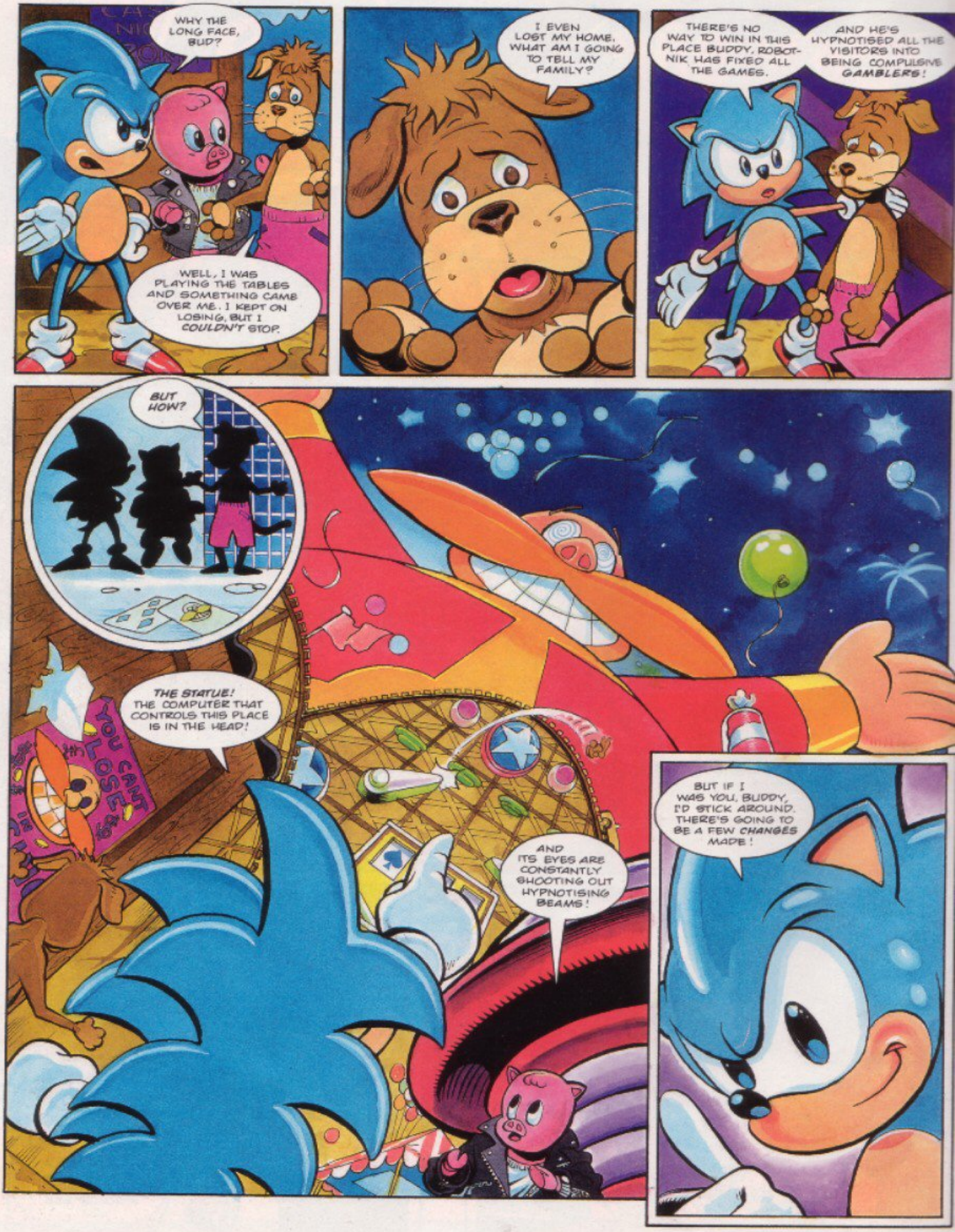
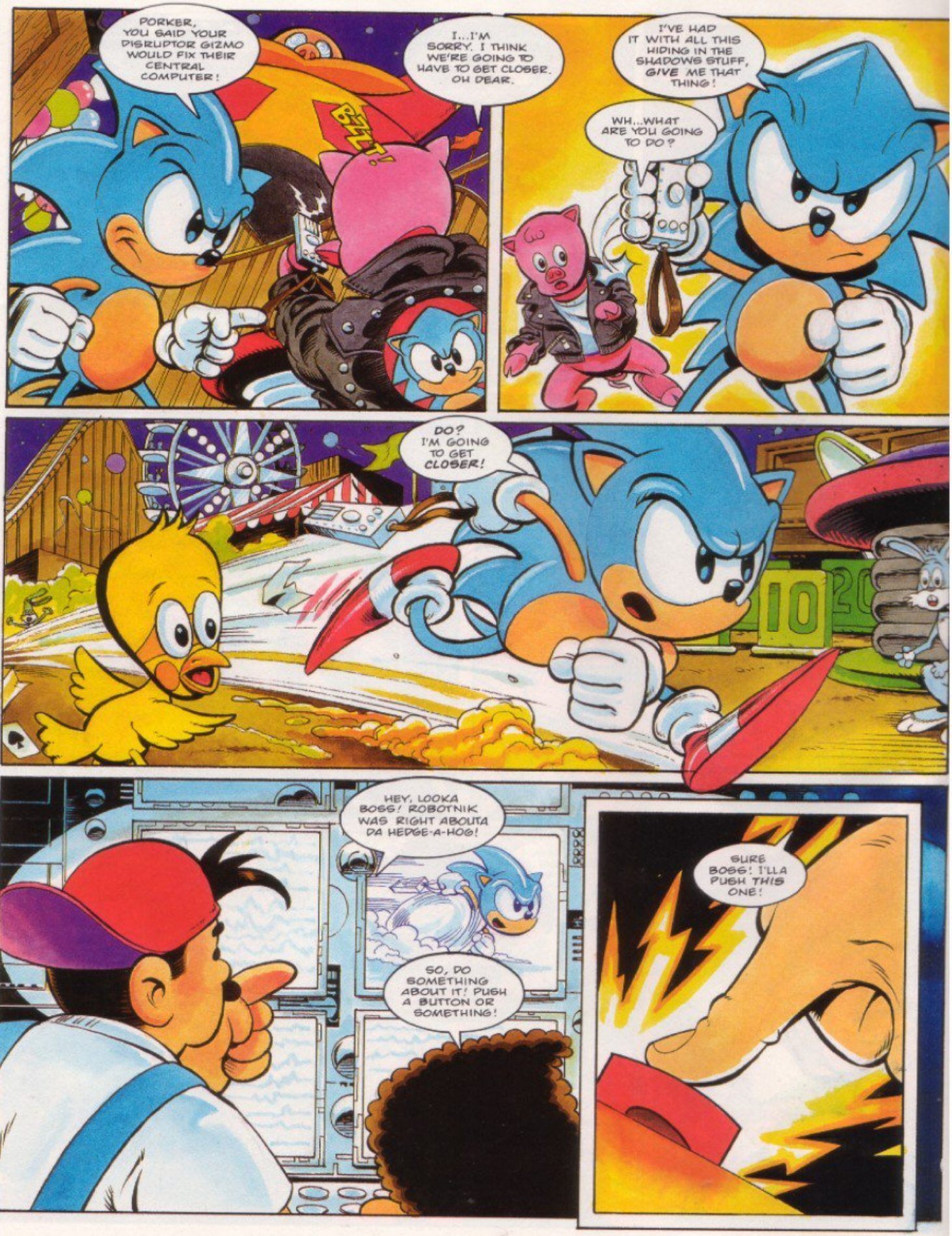
Sonic
THE HEDGEHOG
CASINO NIGHT PART 1
FEATURING THOSE AMAZING ELECTRICIANS THE MARXIO BRO'S...
GROUCHIO!
CHICIO!
HARPIO!
HOUSE OF FUN
EVERY ZONE ON PLANET MOBIUS SHOWS THE EVIL MARK OF ITS CONQUEROR, DOCTOR ROBOTNIK.
CASINO NIGHT ZONE, MORE THAN MOST...
I CAN'T BELIEVE IT. EVERYTHING. I'VE LOST EVERYTHING...
HEY, BUDDY, OVER HERE...
SONIC, ARE YOU CRAZY? IF ANYONE SHOULD SEE YOU...


WHY THE LONG FACE, BUD?
WELL, I WAS PLAYING THE TABLES AND SOMETHING CAME OVER ME. I KEPT ON LOSING, BUT I COULDN'T STOP.
I EVEN LOST MY HOME. WHAT AM I GOING TO TELL MY FAMILY?
THERE'S NO WAY TO WIN IN THIS PLACE BUDDY. ROBOTNIK HAS FIXED ALL THE GAMES.
AND HE'S HYPNOTISED ALL THE VISITORS INTO BEING COMPULSIVE GAMBLERS!
BUT HOW?
THE STATUE! THE COMPUTER THAT CONTROLS THIS PLACE IS IN THE HEAD!
YOU CAN'T LOSE
AND ITS EYES ARE CONSTANTLY SHOOTING OUT HYPNOTISING BEAMS!
BUT IF I WAS YOU, BUDDY, I'D STICK AROUND. THERE'S GOING TO BE A FEW CHANGES MADE!

OF COURSE I UNDERSTAND...
...I MEAN, DO WE LOOK LIKE IDIOTS?
YOU DON'T REALLY WANT ME TO ANSWER THAT, DO YOU?
MY SPY TELLS ME THAT SONIC IS PLANNING A RAID ON THE CASINO NIGHT ZONE.
THIS ZONE RAISES A LOT OF MONEY, AND IF I LOST IT, I'D BE EGGSTREMLY UNHAPPY!
SO MAKE SURE THAT THE BLUE SPIKEBALL FAILS, OR IT'S BACK TO MARXIO WORLD FOR ALL THREE OF YOU!
MAMMA MIA! ANYTHING BUT-A THAT!
NOBODY COULD BE THAT CRUEL!
PARP! PARP!


PORKER, YOU SAID YOUR DISRUPTOR GIZMO WOULD FIX THEIR CENTRAL COMPUTER!
I...I'M SORRY. I THINK WE'RE GOING TO HAVE TO GET CLOSER. OH DEAR.
BZZT!
I'VE HAD IT WITH ALL THIS HIDING IN THE SHADOWS STUFF, GIVE ME THAT THING!
WH...WHAT ARE YOU GOING TO DO?
DO? I'M GOING TO GET CLOSER!
10
HEY, LOOKA BOSS! ROBOTNIK WAS RIGHT ABOUTA DA HEDGE-A-HOG!
SO, DO SOMETHING ABOUT IT! PUSH A BUTTON OR SOMETHING!
SURE BOSS! I'LLA PUSH THIS ONE!

UH OH, I MAY HAVE BEEN A LITTLE BIT HASTY THIS TIME!
THERE HE IS! OPEN FIRE!
I REALLY DON'T LIKE THE LOOK OF THIS!
BLAMM!
BLAMM!
K-BLAMM!
KRANG!
PITOW!
ONE OF THESE JOKERS IS BOUND TO GET A LUCKY SHOT SOON, THEN GOODBYE TO EVERY-ONE'S FAVOURITE BLUE HEDGEHOG...
BDOPP!
HOLD IT RIGHT THERE, SONIC!
HUH? WHY DO THEY WANT ME TO STAY HERE? UNLESS I'M WALKING INTO...
...A TRAP!

I DON'T THINK I'M GOING TO LIKE THIS...
YOW!
PING!
WHOA!
OUCH!
BONG!
YAA!
DINK!

I..I CAN'T TAKE MUCH MORE OF THIS!
HEY! WHAT DO YOU KNOW! I MADE IT!
OH, I WOULDN'T SAY THAT... I MEAN, IS THIS A PIG-IN-A-POKE OR WHAT?
PARP
YOUR TROUBLES ARE JUST-A STARTING HEDGE-A-HOG!
MOMENTS LATER...
ALL YOU HAD TO DO WAS STAY OUT OF SIGHT, LEWIS!
S-SORRY.
S-SONIC, WHAT ARE WE GOING TO DO?
I'M WORKING ON IT!
RRUMBHH!
NEXT: AGAINST THE ODDS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Vincent Low & David Gibbon.

GREATEST HEAVYWEIGHTS

game type: SPORTS
1-2 PLAYERS

MD

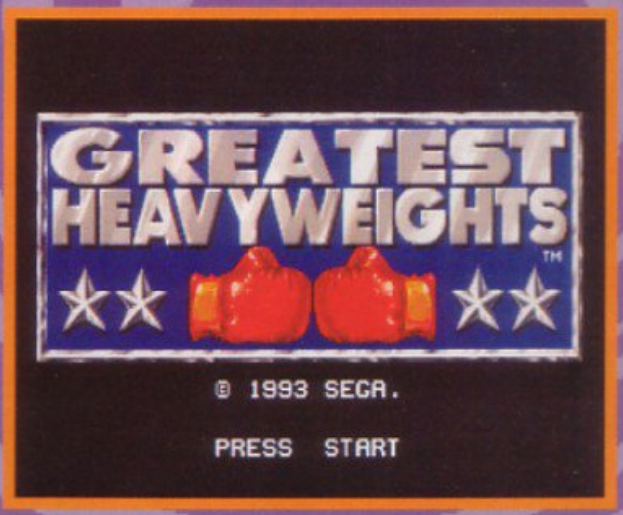
There are very few games you can call 'knockout'. However, **Greatest Heavyweights** fits the description and takes over from *Buster Holyfield Boxing* as the definitive boxing sim for the Mega Drive.

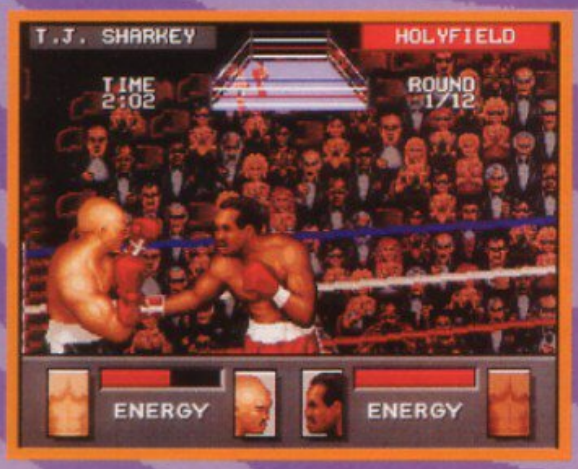
As its title implies, you get a chance to compete against, or to take on the guise of, some of the greatest heavyfight fighters in history. As controller, you can choose from Muhammed Ali, Jack Dempsey, Holyfield, Patterson, Joe Luis, Rocky Marciano, Joe Frazier or Larry Holmes.

The options are varied. You can play in Tournament or Exhibition modes, set the number of rounds, and even choose the attributes of your player should you decide to become a 'contender'. This is where the fun starts, you can select the head, body, hair colour, even the shorts! You also dictate the power, speed or stamina.

There are some great sampled sounds and speech, as well as some very smooth animation. The gameplay initially seems quite simple and shallow. However, don't be fooled as this game has to be beaten - and beaten well! You will get nowhere fast if you attempt to just 'hammer' away. You have to learn some skilful combo moves and then pace yourself before going in for the final combo!

Overall, **Greatest Heavyweights** features some of the finest presentation and challenges you will ever see on a sports sim. The only thing missing is Frank Bruno! - VL.





FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS 80
SOUND 80
PLAYABILITY 80

RAVES: Looks brill.
GRAVES: Can get repetitive.

OVERALL 80%

MD
Mega Drive

MCD
Mega CD

MS
Master System

GG
Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

PEBBLE BEACH GOLF

MD

game type: SPORTS
1-2 PLAYERS

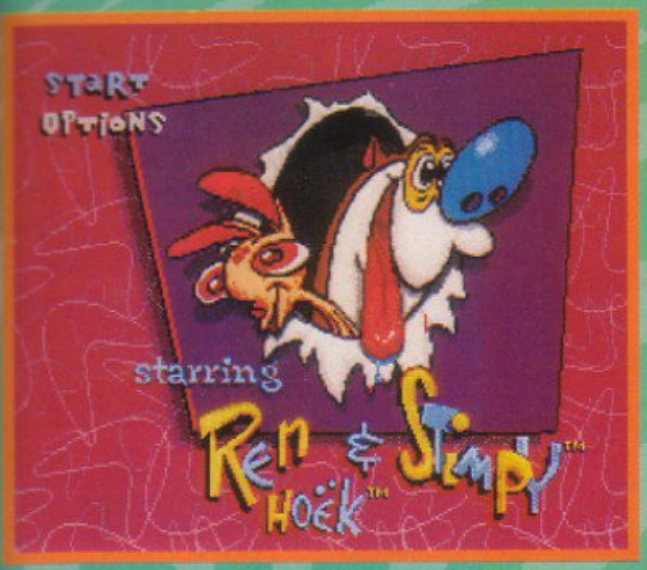
Pebble Beach Golf is based on the actual course of the same name in the U.S.A. It is a very polished game with plenty of digitised speech and hi-res. pictures of the course.

There are plenty of options: You can enter your name, check your score, see the course record, find out the average shots per hole, or even have a Miracle Shot Replay! The music is really breezy (you could almost be walking around your local supermarket!)

There is a Configure option to set the joypad buttons to help, and there are five different types of games to choose from with Tournament Play, Skins Match Play, Match Play, Practice Play and Stroke Play. You also get to select the face of your player and caddy.

But what about the game itself? Well, you are treated to a fly-by of each hole in 3D (rather like another well-known golf game!) You are then given a side-on view from behind the tee. You can change the line of shot, club and check the wind factor. Playing the shot is very easy and you are soon hooked.

Pebble Beach Golf is a classy game that oozes playability, though you do have to pay for the privilege. - VL.



REN & STIMPY

game type: PLATFORM
1-2 PLAYERS

MD

Ren and Stimpy are cat and dog characters from a cartoon series, currently being shown on BBC2. They were a huge success in the U.S. and look capable of doing the same over here! The cartoon style is weird and wacky and has some of the greatest graphics ever.

The **Ren and Stimpy** game is based on one of their best known cartoons, 'Stimpy's Invention'. Stimpy invents a machine that turns rubbish into delicious food, but it blows up and they have to collect all the pieces, reassemble the machine and then turn it off.

You can change between characters, throw each other about, bounce off Stimpy's back, slap his face, or even squeeze his tummy to make him do something that carries you up in the air!

Each round is varied, ranging from your local neighbourhood, to the inside of a fridge, to a local zoo, and each scene has various challenges that you can overcome in many ways.

The gameplay is both varied and fun! The presentation is wonderful with digitised speech, lots of lovely animation and wacky combo moves.

Ren and Stimpy is a must - have game if you require a breath of fresh air and some fun! - VL.

FAST FAX

PUBLISHER	PRICE
SEGA	£59.99

GRAPHICS	75
SOUND	80
PLAYABILITY	90

RAVES
Easy to pick up. Good skill factor.

GRAVES
Needs more courses. Expensive.

OVERALL 80%

FAST FAX

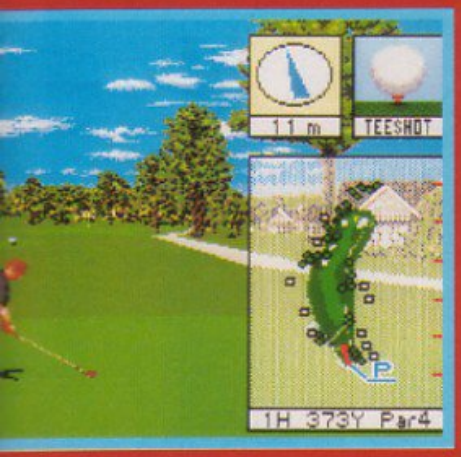
PUBLISHER	PRICE
SEGA	£44.99

GRAPHICS	88
SOUND	85
PLAYABILITY	85

RAVES
Brill gameplay and graphics.

GRAVES
Takes a little while to learn the moves.

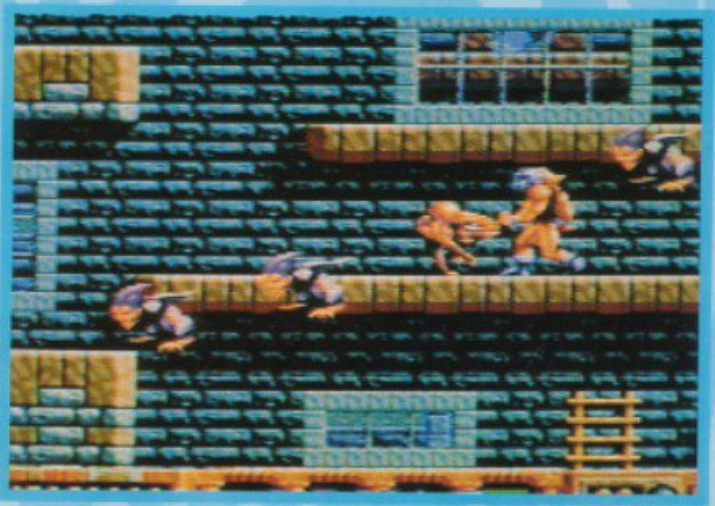
OVERALL 88%



GODS

game type: PLATFORM/ADVENTURE
1 PLAYER

MD



Programmed by the famous Bitmap Brothers, whose previous efforts include *Speedball 2*, **Gods** is another one of those big Amiga hits from a few years back that has been converted, and vastly improved, for the Mega Drive.

Gods is an exploration platform game, combined with some nasty enemies to defeat and puzzles to solve. Playing the role of a hero who has taken up the challenge of the Gods, the idea is to destroy the four end of level guardians, and return to a place called Mount Olympus.

The game consists of four levels (City, Temple, Labyrinth, and Underworld), which each contain three worlds. There is a brilliant feature called the Dynamic Gameplay Adjustment System where the computer monitors how you are doing and adjusts the difficulty of the game accordingly. Very useful.

The graphics are much improved over the computer version as they include depth and several layers of parralax scrolling to give a sort of 3D feel. Overall, **Gods** is an excellent game with great atmosphere. However, it could prove too difficult for some. - DG.

FAST FAX

PUBLISHER: ACCOLADE
PRICE: £44.99

GRAPHICS: 91
SOUND: 84
PLAYABILITY: 87

RAVES: A platform game that requires serious thinking.
GRAVES: Some of the puzzles are very hard.

OVERALL: 86%

ZOOL

game type: PLATFORM
1-2 PLAYERS

MD

Gremlin's attempt at producing a Sonic-style game on the Amiga proved to be a big success for them, gaining vast critical acclaim. However, on the Mega Drive it faces further stiff competition with the likes of top performer *Bubsy*, and of course, *Sonic*.

Zool is set in an imaginary world called the Nth Dimension, which is full of highly unlikely baddies such as killer jelly beans and vicious violins. As controller, you play the part of Zool, a rather speedy Ant, who just happens to specialise in being a Ninja. Your task is to defeat the evil Krool and his side-kick Mental Block, who have managed to transform ordinary, everyday objects into deadly assassins.

Zool is played over seven worlds which incorporate: Sweets, Music, Fruit, Tools, a Fairground, and a Desert Island. Each world comprises of four levels and an end-of-world boss. Zool can perform a wide variety of moves from kicks and slides to crouching, and can also do a spectacular mid-air spin, which is just the trick for taking out the opposition.

The levels are highly colourful and imaginative, and feature some excellent psychedelic backgrounds. Unfortunately, however, Mega Drive owners have seen this all before, and won't be as impressed as Amiga gamers originally were.

Zool is an above average game and features some very tough enemies to defeat. It's not as good as *Sonic* but is certainly much more fun and more challenging than most platformers on the Mega Drive. **Zool** is definitely a worthy consideration when choosing where to spend a kind relative's well-earned cash this New Year. - DG.

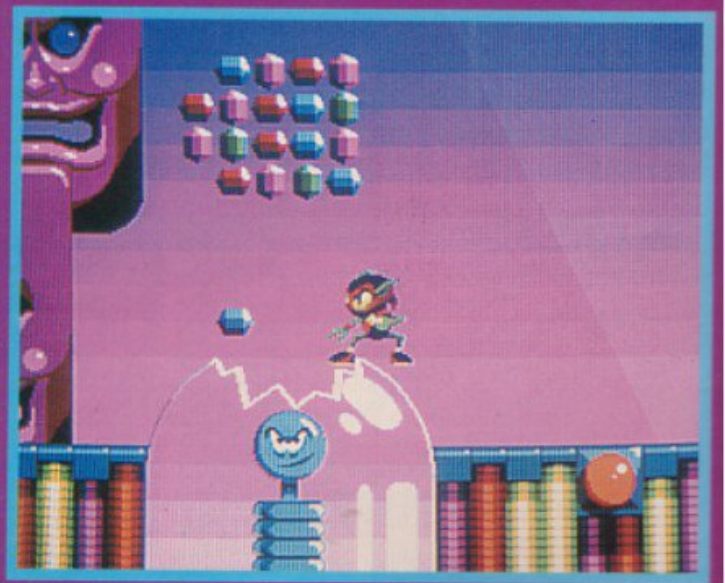
FAST FAX

PUBLISHER: Electronic Arts
PRICE: £44.99

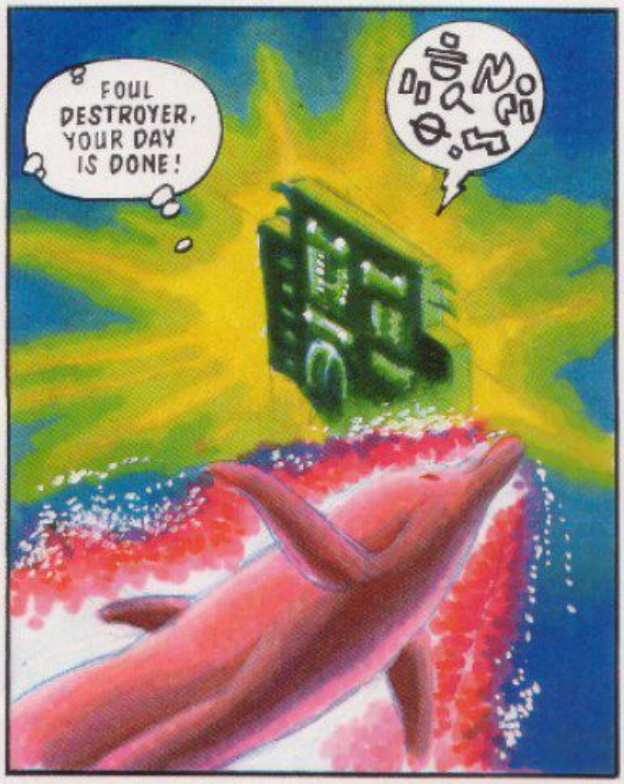
GRAPHICS: 87
SOUND: 74
PLAYABILITY: 86

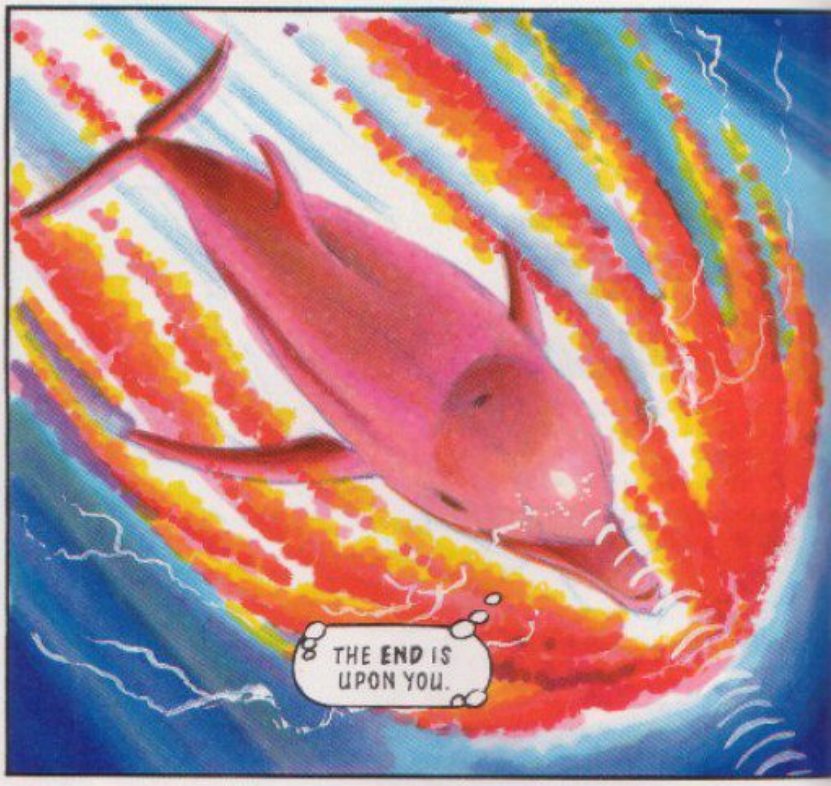
RAVES: A challenging platformer.
GRAVES: Been there, seen it, done it. Not very original.

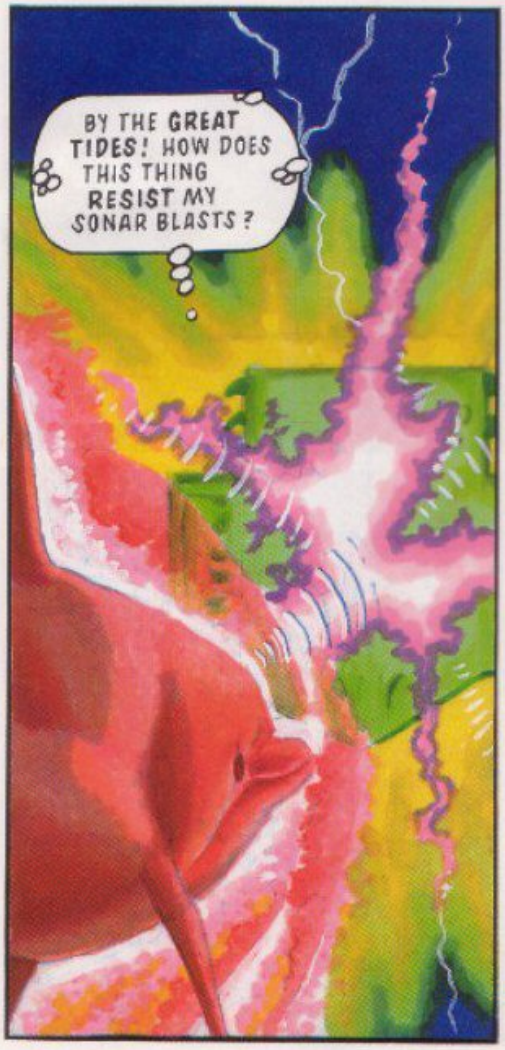
OVERALL: 83%

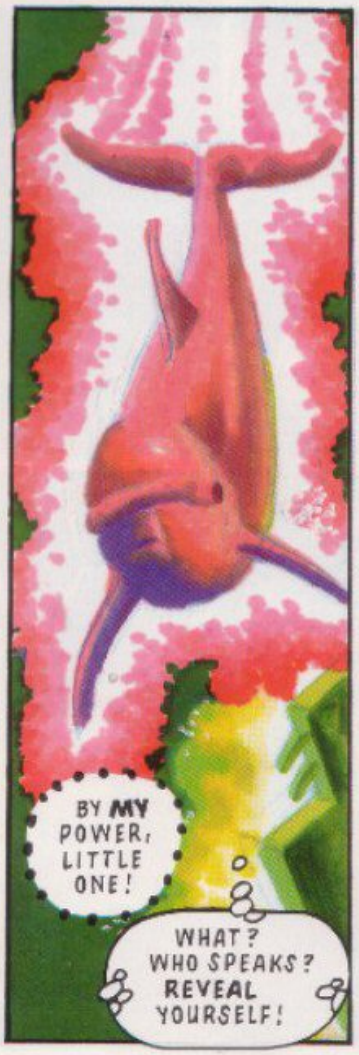


WHEN THE GREAT SONG OF THE DOLPHINKIND RECORDS THE BATTLE AGAINST THE VORTEX, THIS DAY SHALL PROVE TO BE MOST PIVOTAL. THE DAY ECCO DISCOVERED HIS TRUE HERITAGE AND DESTINY – TO BE AVENGER AND SAVIOUR OF HIS SPECIES!
WITH THE POWERS THE ATLANTEANS HAVE AWOKEN IN ME*, THE ALIEN VORTEX DEVICES SHALL DO THEIR EVIL WORK NO LONGER!
*SEE LAST ISSUE – MEGADROID.
ECCO the Dolphin
Part 6
WHETHER THEY HIDE THEMSELVES UPON THE HIGHEST REEF OF CORAL OR WITHIN THE DEEPEST TRENCH, I SHALL HUNT THEM DOWN...
...AND DESTROY THEM!
AUUUUGH!


FOUL DESTROYER, YOUR DAY IS DONE!
BOOM

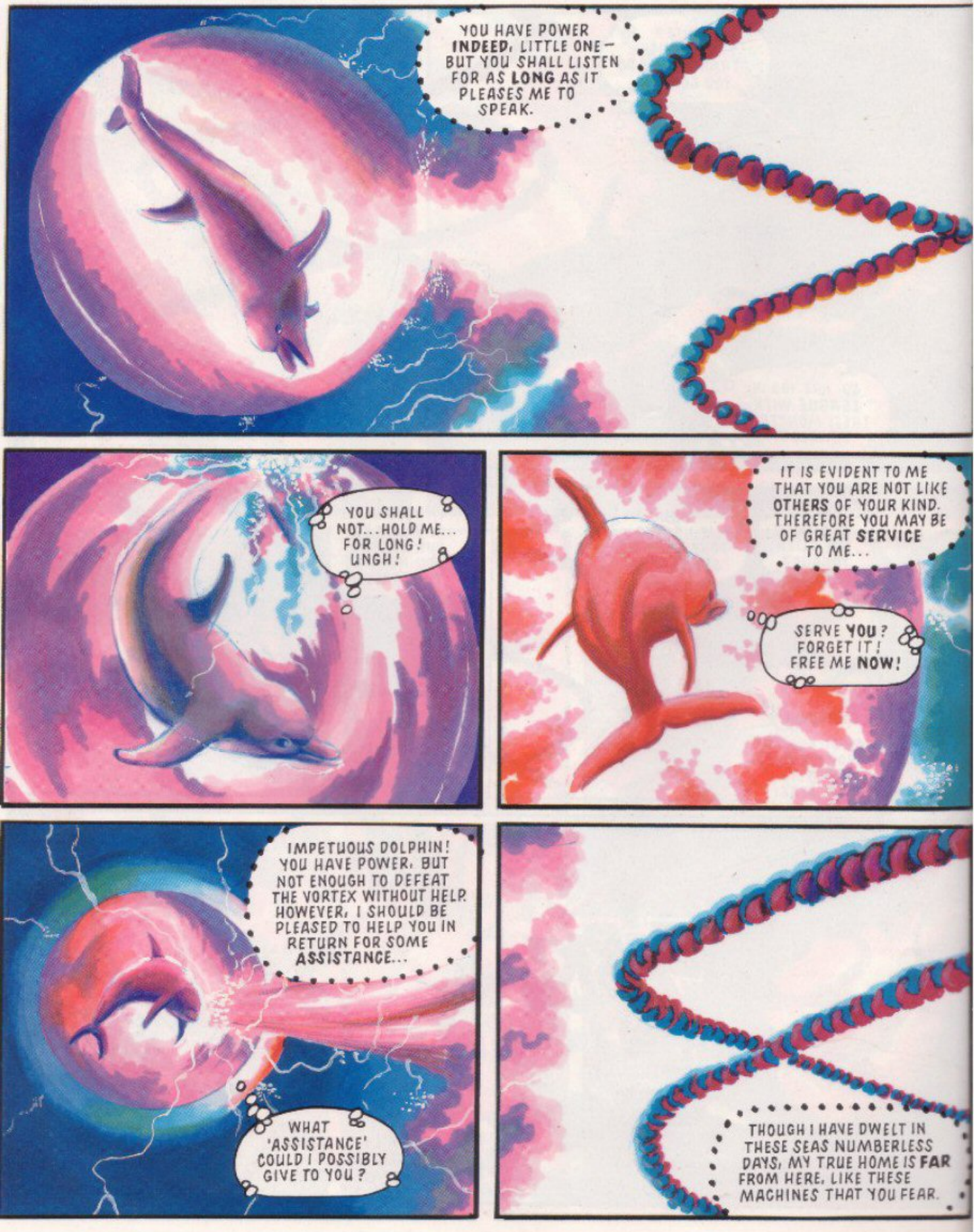

THE END IS UPON YOU.


BY THE GREAT TIDES! HOW DOES THIS THING RESIST MY SONAR BLASTS?


BY MY POWER, LITTLE ONE!
WHAT? WHO SPEAKS? REVEAL YOURSELF!

I AM...THE ASTERITE!

ASTERITE? FROM WHICH STRANGE SEAS DO YOU COME?
NONE THAT ARE KNOWN TO YOU, SMALL ONE.
SO, ARE YOU IN LEAGUE WITH THESE MONSTROUS DEVICES?
NO! BUT PERHAPS I SHOULD DESTROY YOU BOTH AND END YOUR BLEATINGS OF ENMITY AND BATTLE!
CAN YOU DECIPHER THE ALIEN TONGUE?
YOURS IS NO LESS FOREIGN TO ME, SMALL ONE...
BUT YOU MUST KNOW OF ITS THIRST FOR THE DEATH OF ALL WHO DWELL BENEATH THE SEAS!
IT DOES WHAT IT MUST TO SURVIVE. DO YOU NOT DO THE SAME?
AT LEAST I KNOW WHEN TO TALK AND WHEN TO ACT! MOVE ASIDE!
ZARK!
BY THE STARS!


YOU HAVE POWER INDEED, LITTLE ONE— BUT YOU SHALL LISTEN FOR AS LONG AS IT PLEASES ME TO SPEAK.
YOU SHALL NOT...HOLD ME... FOR LONG! UNGH!
IT IS EVIDENT TO ME THAT YOU ARE NOT LIKE OTHERS OF YOUR KIND. THEREFORE YOU MAY BE OF GREAT SERVICE TO ME...
SERVE YOU? FORGET IT! FREE ME NOW!
IMPETUOUS DOLPHIN! YOU HAVE POWER, BUT NOT ENOUGH TO DEFEAT THE VORTEX WITHOUT HELP. HOWEVER, I SHOULD BE PLEASED TO HELP YOU IN RETURN FOR SOME ASSISTANCE...
WHAT 'ASSISTANCE' COULD I POSSIBLY GIVE TO YOU?
THOUGH I HAVE DWELT IN THESE SEAS NUMBERLESS DAYS, MY TRUE HOME IS FAR FROM HERE, LIKE THESE MACHINES THAT YOU FEAR.

"WHEN FIRST I CAME HERE, I SENT MANY PARTS OF MYSELF ABROAD IN THE DEPTHS TO GATHER KNOWLEDGE OF THIS PLANET.
"THERE IS NO CORNER OF THIS GLOBE THAT IS UNKNOWN TO ME. SAVE ONE – THE TRENCH THAT HOLDS MY BLACK PEARL, WHICH FAILED TO RETURN."
I POSSESS POWER ENOUGH TO HUMBLE ANY FOE, YET I AM INCOMPLETE. LACKING THE PART OF MY LIFE FORCE WHICH WOULD ENABLE ME TO VOYAGE HOME.
ONLY YOU, SMALL ONE, WITH YOUR SPEED, CUNNING AND POWER, COULD RETRIEVE MY BLACK PEARL.
BUT WHAT MANNER OF CREATURES SHALL I ENCOUNTER SO FAR BENEATH THE SEAS.
I CANNOT SAY. BUT I SHALL GIVE YOU ALL THE ASSISTANCE I CAN MUSTER. AND WHEN YOU RETURN, I SHALL TEACH YOU THE LANGUAGE OF THE INVADING VORTEX, AND TOGETHER WE SHALL SEND THEM BACK WHENCE THEY CAME!
ANY CREATURE POWERFUL ENOUGH TO CAPTURE THIS BLACK PEARL MUST BE FEARSOME INDEED, BUT I AM ECCO! THE PEARL SHALL BE RECOVERED! I SHALL PREVAIL! THE DAYS OF THE VORTEX WILL BE OVER AND MY FAMILY AND FRIENDS WILL RETURN!
THE END
SWIM WITH ECCO AGAIN IN STC SOON!

NEWS Zone

MCD GETS ACTIVE!

New games expand Mega CD's line-up

Sega has some really hot goodies lined up for all Mega CD owners over the next couple of months!

Double Switch is similar to *Night Trap* with you monitoring a house from secret cameras and stopping baddies taking it over. It has some famous faces including Debbie Harry from Blondie and Hollywood vet Cory Heims. **Double Switch** has some great video footage and it offers a lot more depth than *Night Trap* with more possible moves and better action sequences.You quickly have to learn the right places to be as well as the right list of priorities for baddies!

Wonderdog is a fun little arcade game with you taking the role of a stranded pooch on Earth trying to find your friends (see last issue's Review Zone for further details).

Dracula Unleashed is one of the first games for Mega CD to really show what can be done with a new programming technique called Cinepak. Cinepak allows the Mega CD to run faster and therefore have a bigger window for video footage and much better colours than any previous game with video footage.You have to find Dracula within a set time and can travel around London, interview people and study documents to find him for the final encounter!

It has a similar format to *Sherlock Holmes* but has much better graphics and is more challenging.

And finally, **Jurassic Park**, the blockbuster movie of 1993 (and all-time?) comes to Mega CD. **Jurassic Park** should be in the shops next month and contains real video footage from the film. Your task is to find dinosaur eggs by visiting various locations in the park. It's not quite that simple, however, as there are some bad-tempered brutes in your way! You can use various weapons picked up along the way to stun them. There are also plenty of puzzles to solve.

THINGS TO COME IN

Top software houses unveil this year's games

If you thought 1993 was a brilliant year for games, just wait to see what 1994 has in store! STC asked ace newshound Garry Penn to check around the leading software companies to see what they have in store for the Sega systems this year. Bear in mind many of these games won't see the light of day until much later in the year, so don't go rushing into your local Sega stockist demanding to see them now!

ACCLAIM (AND FLYING EDGE)

Three Mega Drive releases which should be out before this month are: The American Football simulation **NFL Quarterback Club** (from Park Place, the team behind *John Madden*), **The Crash Dummies** (running, jumping, hobbling and 'shooting' action starring Slick and Spin), and **Soccer** (that's to say, proper football - with a soon-to-be-announced leading player's 'endorsement' for good measure).

Continuing the sporty theme in February are the Mega Drive and Game Gear conversions of Midway's arcade machine **NBA Jam**. This full-blown basketball simulation features digitised players and the Sega versions look surprisingly close to the real thing. Expect to see a review soon.

Maximum Carnage is a new *Spider-Man* adventure for release on the Mega Drive in March. Master System and Game Gear owners shouldn't feel left out because due to appear before the Summer are conversions of the Mega-Drive's **Spider-Man And The X-Men** - and both are hefty 4Mbit cartridges no less (most are 2Mbit).

There's a double dose of *Terminator* action in store for the Master System and Game Gear with the long-awaited conversions of **T2: The Arcade Game** (it wasn't bad on the Mega Drive), plus the all-new **Judgement Day** which features the Terminator shooting its way through a platform-based environment.

Release dates have yet to be set. **Judge Dredd** (2000 AD's top future cop and soon-to-be-made major motion picture starring Sylvester Stallone) for the Sega systems is in the hands of Probe (who did *Alien 3*) - and there should be something to see soon. Probe's effort isn't a conversion of the planned arcade machine (which appears to have been put on hold) but an original idea based on the **Judge Dredd** theme. There have already been two very poor attempts at bringing our favourite law enforcer to the home computers, so what assurance can we have that this is going to be third time lucky? "Put it this way," says Probe boss Fergus McGovern, "there were two poor attempts at *Alien* before ..."

Acclaim have still to set a firm release date for the long-awaited Mega CD version of the original **Mortal Kombat**. We can't give you an idea of how it's shaping up because even Acclaim don't appear to know! Sadly, there's also no news about the conversions of **True Lies**, the new Arnold Schwarzenegger film (which opens in the US this Summer).

CORE DESIGN

This Derby-based outfit (best known for *Chuck Rock* and *Thunderhawk*) have at least six releases in the pipeline. **Bubba 'n' Stix** - the quirky blend of cartoon visuals, platforms and puzzles, starring one man and his (living) stick - is out in February for the Mega Drive and Mega CD.

In the coming months we can also look forward to the blasting action of **Skeleton Crew** for the Mega Drive (which features an unusual three-dimensional overhead perspective - a little like the *Sonic The Coin-Op* game - see News Zone 17), **Soulstar** for the Mega CD (which is described as '*Thunderhawk* in space, basically') and **Battlecorps** (also for the Mega CD, this one's a first-person, science fiction shoot-'em-up).

'94

DOMARK

Are you having difficulty getting hold of the racing simulation **F1**? If you are, it's not surprising as Domark say they have sold out. But fear not: the team behind **F1** are currently putting together **Kawasaki Superbikes** for the Mega Drive and Game Gear. It features the 750cc racing class machines, 16 courses, a one or two-player option (with a split screen), night riding and weather effects. That's due for release in May.

Meanwhile, Domark's conversions of Electronic Arts' marvellous Mega Drive blaster **Desert Strike** should (at last) be available for the Master System and Game Gear in February. And speaking of old favourites, a glossier version of the perky platformer **Prince Of Persia** is due to appear on the Mega Drive in March.

Marco's Magic Football is a whole new ball game for the Mega Drive. Find out in April just how the soccer-crazy kid uses his living football to remove adversaries from play and solve puzzles.

Oh yes - also out in April is **Pinball Wizard** for the Game Gear. It features five, four-screen high tables with multiball play, plus 'sub-tables' and hidden bonuses to discover.

EMPIRE

There's a good chance of Hanna Barbera cartoon characters such as **Yogi Bear** and **The Jetsons** appearing on the Mega Drive - but only if Empire gets the opportunity to publish for the Sega systems. That is all.

GAMETEK

The American publisher has no Mega Drive releases until Easter. However, as a taste of things to come, their latest titles for the Genesis (the American Mega Drive), include **Nick Faldo's Golf, Spectre Tank, Tarzan, The Harlem Globetrotters** and **Pinball Dreams**.

GREMLIN

Apart from the Master System and Game Gear conversions of the top-selling platformer **Zool** (you may remember the Mega Drive version released by Electronic Arts at the end of last year), there are no details of specific titles in development for the Sega systems - "But there definitely will be some releases for this year," a Gremlin spokesperson confirmed.

KONAMI

The leading Japanese publisher has five Mega Drive releases penned in for 1994. First up (around now in fact) are the beat-'em-up **Teenage Mutant Hero Turtles: Tournament Fighters** (starring you-know-who) and **Zombies**, a wacky-zany-crazy mixture of exploration and shooting with a heavy 1950's monster-movie feel.

The platforms, puzzle-solving and combat in **Castlevania** has kept (ahem) Nintendo owners happy for many years. In March we can find out what all the fuss was about when **Castlevania** gets its first airing on the Mega Drive (and it's a brand new, previously unavailable adventure no less).

That's all from Konami until October when they release **Rocket Knight Adventures II** and **Tiny Toon Adventures II** for the Mega Drive. There are no definite release dates for **Lethal Enforcers II** (with a Wild West setting), **Probotector** (a beefed-up conversion of a top-notch Nintendo shoot-'em-up), **Batman The Animated Series** (which also features Robin), and **Biker Mice From Mars** (an allegedly top-rated American cartoon in which the stars all sport earrings and ride Harley Davison motorbikes - it should be on television in the UK in January).

RAGE

The team behind the eight-player soccer simulation **Striker** are beavering away on a sequel at the moment, but further details are not being disclosed. Our sources at Sega reckon that Rage are also working on three Mega Drive releases for them, but no-one will say any more. It's unlikely that one of those titles is **Cheddar George**. The cartoon-style platform action starring a mouse called - you guessed it - has been on hold for many months.

SONY IMAGESOFT

It looks as though Arnold Schwarzenegger's **Last Action Hero** won't appear on the Mega Drive after all - but Sylvester Stallone's **Cliffhanger** is still on course for release around about now on all Sega formats. Sony have other projects in the pipeline, one of which promises to be a real 'blast', but are keeping tight-lipped about them.

TENGEN

Tengen have two very different releases from two very different teams. Storm's **Lawnmower Man** (as in that ageing film based on a Stephen King short story, featuring a Virtual Reality theme), is out on the Mega Drive in April. And what an odd mix of shooting, running and jumping it is. A new 'cute' character called **Pinkie** makes his first public appearance in May, courtesy of Millennium. The people behind *James Pond* are in the process of putting the finishing touches to **Pinkie** for the Mega Drive and Game Gear.

Further down the line (in September to be precise), there's **Mega SWIV** - a literally non-stop shoot-'em-up for the Mega Drive. You can choose to control a helicopter or a jeep - or get a friend to join in with the remaining craft. **SWIV** has already impressed (in slightly different forms) on other machines, but it wasn't up against some of the best blasters around, as seen on the Sega systems. Fingers crossed ...

VIRGIN INTERACTIVE ENTERTAINMENT

Jammit is a one-on-one basketball with a difference; a street-wise attitude. Real players were filmed and digitised to create the three characters - Slade, Roxy and Chill - each with their own distinctive (spoken) phrases such as "We're gonna kick your butt, man!" and "Moma said: knock you out!". The array of moves includes barging and slapping(!) and there's the option to play 'Cut-throat' - a one-on-one-on-one with two CPU-controlled characters. **Jammit** is pencilled in for an Easter release.

Other work in progress at Virgin includes **Dragon** (based on the film about the life of the late martial arts ace, Bruce Lee), which is shaping up on Mega Drive, Master System and Game Gear. The Mega Drive version is a - surprise surprise - beat-'em-up in the *Street Fighter II* vein, but with up to three characters on screen (two are CPU-controlled), while the combat in the Master System and Game Gear versions is platform-based along the lines of *Shinobi*. Expect to see all three versions before Easter.

Archer Maclean is not a name most Sega owners will recognise - but it's going to a household one before the end of 1994. He's the much admired designer and programmer behind such home computer hits as the fast, slick shoot-'em-up **DropZone** (due for release on the Sega formats through Codemasters), and **Jimmy White's Whirlwind Snooker** (which he's currently converting to the Mega Drive - minus Jimmy White's name). Archer's **Snooker** uses an impressive three-dimensional camera approach to display the action, and as a result every shot found in the real thing - and some that aren't - can be played. So far, so good; it looks unlike anything else on the Mega Drive. **Snooker's** right on cue for a release sometime this Summer.

Dino Dini's successful soccer simulation **Goal!** is being converted from the Amiga to the Mega Drive for release towards the end of 1994. **Goal!'s** control system sets it apart from the opposition - but be warned: the free-style possibilities are not to everyone's taste. Also due from Virgin before the end of this year is a Mega Drive version of Interplay's riotous **Rock 'n' Roll Racing** for the Nintendo (oh dear, there's *that* word again). There's no reason why the racing around special tracks and using unsporting equipment (to the sound of such delightful Heavy Metal tunes as Black Sabbath's 'Paranoid' - ask your gran), should be any less fun on the Mega Drive, so that's something to look forward to.

Release dates for all these games are subject to last-minute changes. Again, check with your local Sega stockist before you rush out and buy.

The Legend of the GOLDEN AXE

Plague of Serpents
Part 6

GILIUS-THUNDERHEAD, HIS SISTER YUKI-PLANTCHARMER, AND THE DWARF QUEEN SILPANTIA-DRAGONTAMER ARE FIGHTING THE HIGH PRIEST COBRAXIS IN THE HAMMERYNTH CAVERNS, WHEN SUDDENLY ...

SILPANTIA, THE DRAGONS ANSWER YOUR CALL!

WELCOME CLOUDBURNER, COME TO ME.

GULD'S TEETH! THEY'VE SMASHED THEIR WAY THROUGH THE MOUNTAIN TO REACH SILPANTIA.

IT'S BEEN TOO LONG, SILPANTIA.

I NEED YOUR HELP, CLOUDBURNER. THE PRIESTS OF THE SERPENT GOD ARE TRYING TO STEAL THE DWARVES' HORDE.

KILL THE DWARVES! DRIVE THE DRAGONS FROM THE HAMMERYNTH. COBRAXIS COMMANDS IT!

Script: Mark Eyles Art: Mike White Lettering: Ellie de'Ville

DRAGONS, ATTACK THE SNAKE WORSHIPPERS.
YOU WAIT HERE, YUKI. I'VE GOT A SCORE TO SETTLE WITH COBRAXIS. I DON'T WANT YOU HURT.
I'M NOT A LITTLE SISTER ANY MORE, GILIUS. I CAN HANDLE MYSELF IN A FIGHT.
I GUESS YOU DO PRETTY GOOD — FOR A SISTER. LET'S GO.
... GROW, BABY SNAKES. WREATHE, WRITHE, AND BITE DOWN THE DRAGONS.
HOLD STILL, BROTHER, I'LL SOON HAVE ALL THESE OFF YOU.
RAAARGH. A SNAKE BALL.
BURN THE SERPENTS, WINDSCREAM.
USE YOUR MAGIC ON THE PRIESTS, YUKI.
GODDESS FLORA, I COMMAND YOU TO GROW A KILLER CACTUS.

SSSCRREEECH
EVEN WITH YOUR DRAGONS YOU WON'T WIN, LITTLE QUEEN. SERPENT GOD TRANSFORM ME INTO YOUR IMAGE.
ARGURGLE
MEET COBRAXIS THE GOD! HA HA HA HA!
GET AWAY, SILPANTIA. I'LL DEAL WITH THIS 'GOD'!
GILIUS, HELP!
THE BIGGER THEY ARE...
...THE MORE THERE IS TO HIT.

AAAAAAAH THE PAIN! SUCH PAIN!
THANK YOU, MY LOYAL FRIENDS. WITHOUT YOUR HELP, I'D BE DEAD.
ANY TIME YOU NEED A DRAGON TO BACK YOU UP WE'LL BE THERE.
THAT IS THE END OF COBRAXIS...
OR SHOULD I SAY 'ENDS'.
IN THE BURNING REMAINS OF COBRAXIS' CAMP.
THAT'S THE SNAKES FINISHED!
YUK!!
NOOO! NOT AGAIN!
WHOOSHH!

AARGHH!
AX, YOU BIG LUG. WHERE WERE YOU WHEN I NEEDED YOU?
WHA ...?
QUEEN SILDANTIA USES MAGIC TO OPEN A SECRET DOOR.
ER ... I DUNNO. BEEN FEELING A BIT WEIRD, BUT I'M BETTER NOW. SO WHEN'S THE FIGHTING START? WHERE'S THAT SNAKE CHARMER GONE? WHO'S THAT?
BACK AT THE DWARF STRONGHOLD OF ROCKGUARD, GILIUS-THUNDERHEAD AND AX-BATTLER MEET UP WITH TYRIS-FLARE WHO'S NOW RECOVERED FROM HER WOUNDS.
GILIUS AND YUKI. YOU SAVED MY LIFE AND MY KINGDOM. I CAN NEVER REPAY YOU FOR THAT BUT YOU DESERVE SOME SORT OF REWARD.
WHERE'S TYRIS? WHAT'S GOING ON? HAVE I MISSED SOMETHING?
I WAS WITH YOUR FATHER WHEN HE DIED. HIS LAST WORDS WERE, "I HOPE THEY HAVE GOOD FOOD WHERE I'M GOING." HE DIED WITH A FORK IN HIS HAND.
TAKE THESE DAGGERS. THEY ARE MADE OF PURE DRAGON GOLD. TOGETHER THEY CONTAIN EVEN MORE POWER THAN THE GOLDEN AXE YOU CARRY, GILIUS.
COBRAXIS WAS SITTING ON THE HORDE OF MAGIC METAL — AND HE NEVER KNEW!
IT'S HOW HE'D HAVE WISHED TO GO.
CAN'T STAY HERE TOO LONG.
ALL THE FOOD'LL BE GONE. LET'S GO DOWN TO THE FEASTING HALL, THE WAKE WILL BE IN FULL SWING IT'S WHERE HE WOULD BE.
THE END. MORE LEGENDS OF THE GOLDEN AXE SOON.

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips, and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

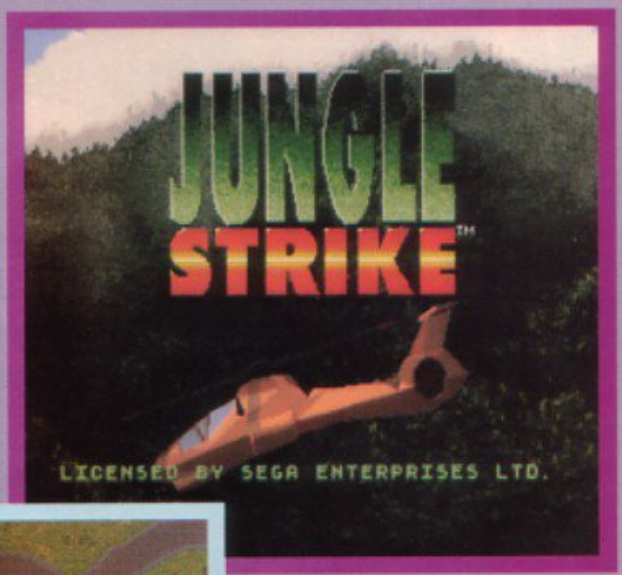
JUNGLE STRIKE

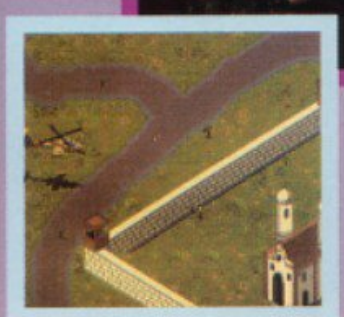
Tips

MD

A series of passwords were featured for **Jungle Strike** way back in issue 12. However, I thought I'd offer you STC readers some further help, so here is a cheat that gives you 19 lives:

Go to the password screen and enter: NZY9SDBR9Y6.





ROCKET KNIGHT ADVENTURES

Tips

MD

Rocket Knight Adventures is a rather nice platform romp containing some excellent graphical touches. The game was produced by Konami, the creators behind some amazing local arcade machines. It was their first attempt at developing a Sega game - I can't wait to see what's next. Meanwhile, here are some helpful hints:

1. The large hill on the first level seems almost impossible to get past. However, don't dispair as the secret is to go to the left-hand-side of the screen, press and hold C. When all the hearts flash, release C and move the D-Pad diagonal upright.

2. Once you pass the second large hill on the first level, stand in-between a fire and a tree stump. Then press C and Up to collect an extra life.

3. When you finally come to a dead-end, press C and Up to reach a tree branch, and continue right to the first boss.

4. To destroy the first evil villain (who, incidentally, you'll meet on a rope bridge across a waterfall), stand in the extreme left corner of the screen. When he appears, jump repeatedly and keep pressing fire. Each time you hit the top part of the villain, he will weaken. Keep repeating to win.

THUNDERHAWK

Tips

Thunderhawk is regarded as the best Mega CD title to be released, and really is a must. It features some brilliant animations and rotating graphics and a wicked soundtrack, plus there's a great game in there too. Here's some general tips to help you along:

1. Always listen to the mission briefing at the start. It really does help.

2. Select the hard operations to start with, then go onto the easier ones. Operation ten is probably the easiest, whilst nine is one of the hardest.

3. During take-off, set the altitude meter to three points down from the top (appears in the windscreen). This reduces the risk of being hit from the air.

4. Try and use the gun to destroy most of the ground forces as you have an unlimited supply of bullets. Conserve your missiles and rockets for primary targets, such as sand sites.

5. All primary targets appear as white dots on the radar (bottom right-hand side of the screen). Refer to this constantly to avoid getting lost.

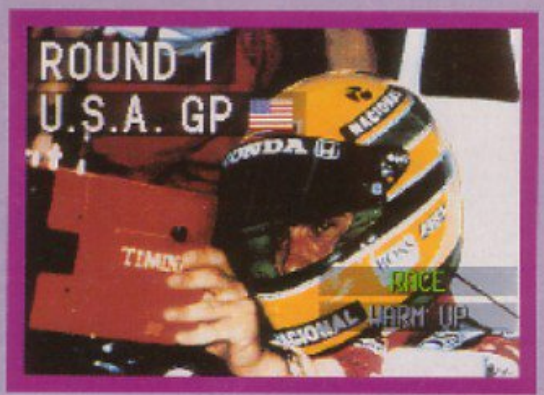
6. Your mission will be complete once all the primary targets have been destroyed. Lastly, guide your helicopter away away from the site to end.

SUPER MONACO GRAND PRIX 2

Tips

Super Monaco Grand Prix 2 was one of the most popular arcade games before *Out Run* was released. The first game was pretty poor, but as a lot of you Boomers are aware, the sequel was a much enhanced version of the game with terrific gameplay. How would you like to race a motorbike on the track instead of a car? You would! Then enter this cheat:

Go to the 'World Championchip' mode, and on the 'Name Entry' screen, type 'HANG ON!'. Next, go to the race, retire and save your season. Reset the machine and select 'Practice Mode' then 'Image Training'. Now hold Down and A until you see the 'Transmission Select' screen. Start the race and you'll be playing Super Hang-on!



game genie update

Attention Game Gear owners! For the first time STC presents codes for the new Game Gear Game Genie, now on sale wherever good Game Genies are sold, price £29.99.

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes.

CHUCK ROCK

On the GG, like everywhere else, Chuck is a star performer. Now make him perform even better with these codes.

Start with 1 life	01B-B69-E66
Start with 9 lives	09B-B69-E66
Start with 50% milk	03B-BB9-F76
Infinite milk	3A0-75A-2A2
Start on World 1, Stoneage Suburbs	01B-66A-E6A
Start on World 1, Dinosaur level	02B-66A-E6A
Start on World 1, Lively Lava	03B-66A-E6A
View end of game sequence	01B-61A-E6A

JAMES POND 2

Secret codes for everyone's favourite aquatic secret agent. Get cracking!

Start 1st game with 9 lives	015-C7F-E66
Infinite lives	01F-3FB-B01
Start 1st life with 9 energy	095-CCF-E66
Start rest of lives with 9 energy	097-36F-E66
Immune to spikes	01E-30C-801
Invincibility	FF5-D2F-E6A
Start with 8 continues	095-94F-F7A
Infinite continues	005-D8F-801

STAR WARS

Forget the Force, use the Genie to help Luke & co. out in this GG version of a screen classic.

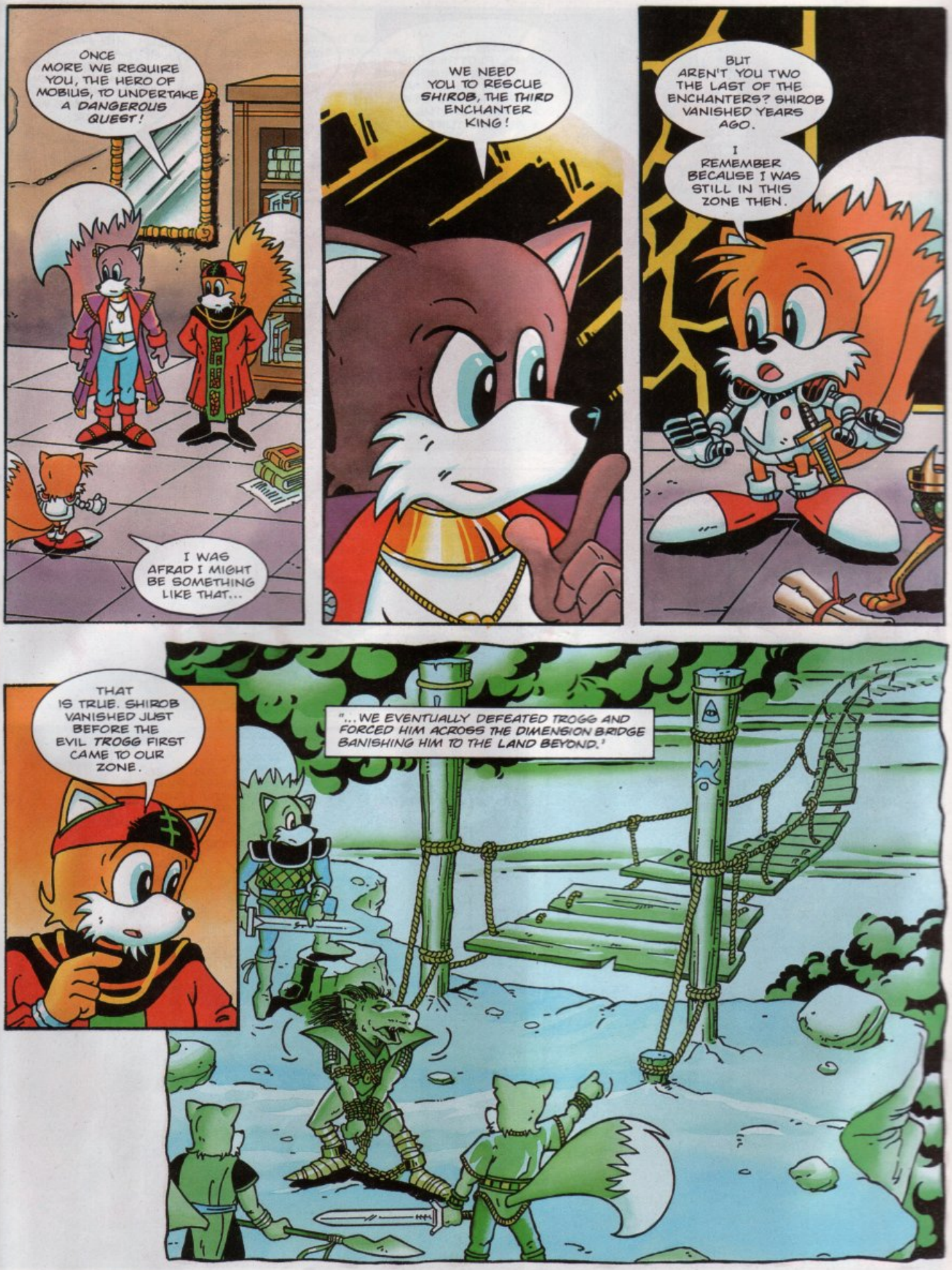
Infinite energy for all players	00D-92B-3B7 + 3AD-93B-2A2
Leia	
Start with 12 energy points (1st life)	40E-347-A2A
Strange screen effects	C90-B2E-5DD
Start with 9 energy points (all lives)	30F-48A-A2A
Start with 12 energy points (all lives)	40F-48A-A2A
Luke	
Start with 10 lives	09E-237-E62
27 energy points (1st life)	50A-12B-A2A
27 energy points (all lives)	50F-6FA-A2A
Infinite lives	3AF-6BA-2A2

THE NAMELESS ZONE, THE MYSTERIOUS HIDDEN REGION THAT MOST OF PLANET MOBIUS BELIEVES ONLY EXISTS IN LEGEND.
The Land Beyond Part 1
Tails

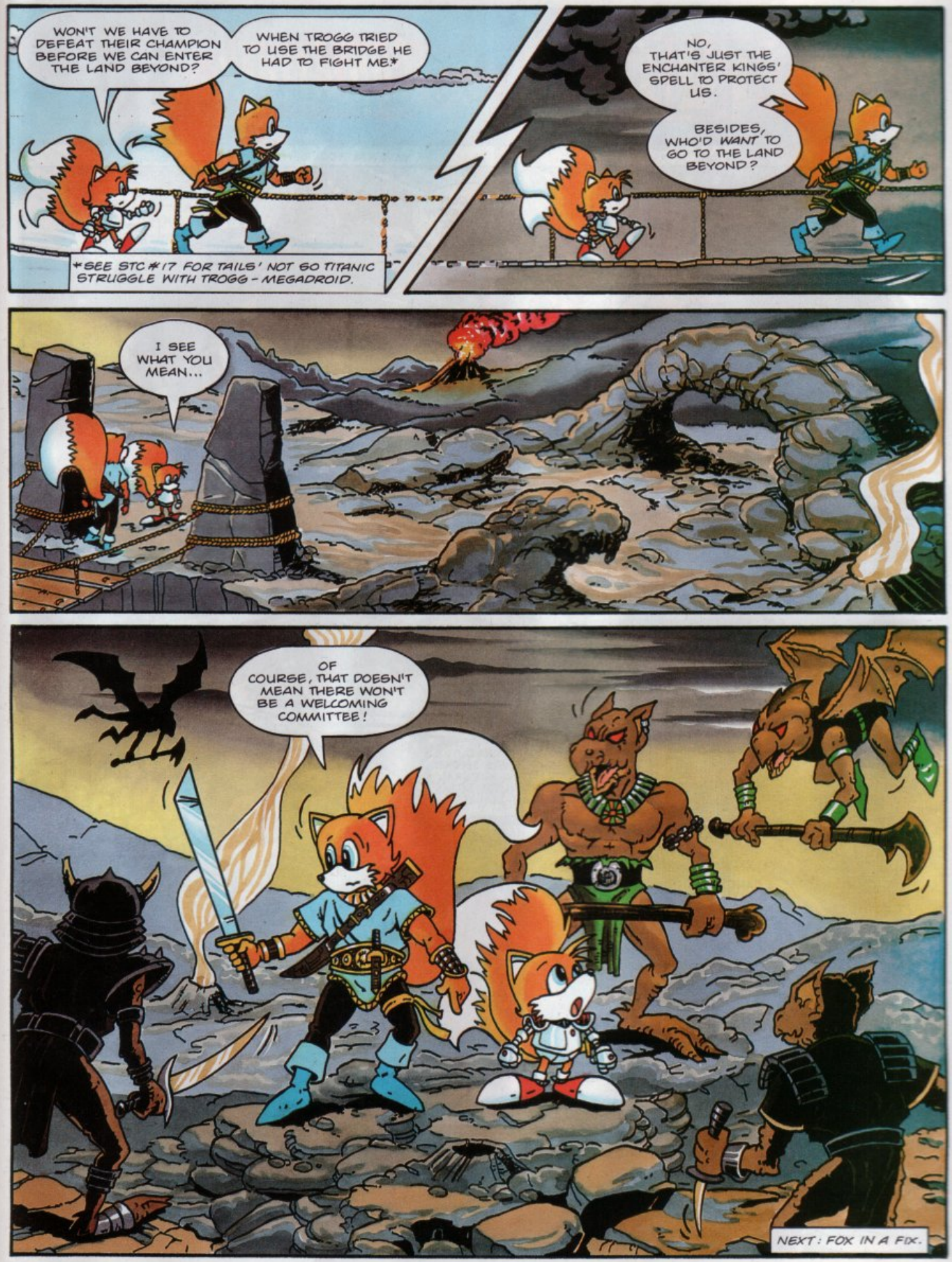
ONCE AGAIN WE ARE REQUIRED TO OPEN THE PORTAL INTO THE EMERALD HILL ZONE.
WE MUST SUMMON OUR CHAMPION!

MILES PROWER, THE ENCHANTER KINGS HAVE NEED OF YOU!
≡ GULP! ≡

SEE, MILES PROWER, HOW YOUR ENCHANTED ARMOUR FORMS AROUND YOU AS YOU ENTER OUR ZONE!
ER...OH YES, SO IT HAS...
I REALLY WISH YOU WOULD CALL ME TAILS...


ONCE MORE WE REQUIRE YOU, THE HERO OF MOBIUS, TO UNDERTAKE A DANGEROUS QUEST!
I WAS AFRAD I MIGHT BE SOMETHING LIKE THAT...
WE NEED YOU TO RESCUE SHIROB, THE THIRD ENCHANTER KING!
BUT AREN'T YOU TWO THE LAST OF THE ENCHANTERS? SHIROB VANISHED YEARS AGO.
I REMEMBER BECAUSE I WAS STILL IN THIS ZONE THEN.
THAT IS TRUE. SHIROB VANISHED JUST BEFORE THE EVIL TROGG FIRST CAME TO OUR ZONE.
"...WE EVENTUALLY DEFEATED TROGG AND FORCED HIM ACROSS THE DIMENSION BRIDGE BANISHING HIM TO THE LAND BEYOND."

THERE HE REMAINS, PLOTTING HIS REVENGE! BUT SHIROB WAS NEVER SEEN AGAIN. WE THOUGHT HE HAD BEEN MURDERED BY THE EVIL CREATURE!
BUT NOW YOU'VE HEARD NEWS OF HIM, HOW?
HIS FACE APPEARED IN THE MAGIC CRYSTAL OF COMMUNICATION, VERY FAINT BUT THE MESSAGE WAS CLEAR.
TROGG DID NOT KILL HIM BUT TOOK HIM PRISONER SOMEHOW ...HAS HELD HIM CAPTIVE ALL THESE YEARS IN THE LAND BEYOND.
AND I SUPPOSE YOU WANT ME TO RESCUE HIM. oh boy.
WE KNEW WE COULD COUNT ON YOU!
YOU WILL HAVE A COMPANION ON YOUR JOURNEY. OUR BRAVEST FOX WARRIOR WHO HAS STUDIED ALL KNOWN TEXTS OF THE LAND BEYOND.
MEET ERROL BLACKTHORN!
SO THIS IS THE FAMOUS MILES PROWER, HERO OF MOBIUS, EH? SOMEHOW I THOUGHT YOU'D BE, WELL... BIGGER.
THIS SHOULD BE... INTERESTING.


WON'T WE HAVE TO DEFEAT THEIR CHAMPION BEFORE WE CAN ENTER THE LAND BEYOND?
WHEN TROGG TRIED TO USE THE BRIDGE HE HAD TO FIGHT ME!*
*SEE STC #17 FOR TAILS' NOT SO TITANIC STRUGGLE WITH TROGG - MEGADROID.
NO, THAT'S JUST THE ENCHANTER KINGS' SPELL TO PROTECT US.
BESIDES, WHO'D WANT TO GO TO THE LAND BEYOND?
I SEE WHAT YOU MEAN...
OF COURSE, THAT DOESN'T MEAN THERE WON'T BE A WELCOMING COMMITTEE!
NEXT: FOX IN A FIX.

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Toothless but Happy

Dear STC,

I think your comic is great. I especially like the price because it means I can still buy my can of Cola and my American Hard Gums (I then devour them as I rack my brains over *Terminator* for the Master System). I also think that there should be some comic strips for girls, to encourage them to play Sega games.

Ben Hughes, Morayshire, Scotland.
Sonic Water Fun Game Winner.

Well, Ben, I'm so pleased that you are managing to rot your teeth whilst reading STC. That's what life's all about, eh? As for comic strips for girls . . . what did you have in mind? Barbie's Beauty Parlour - The Revenge!

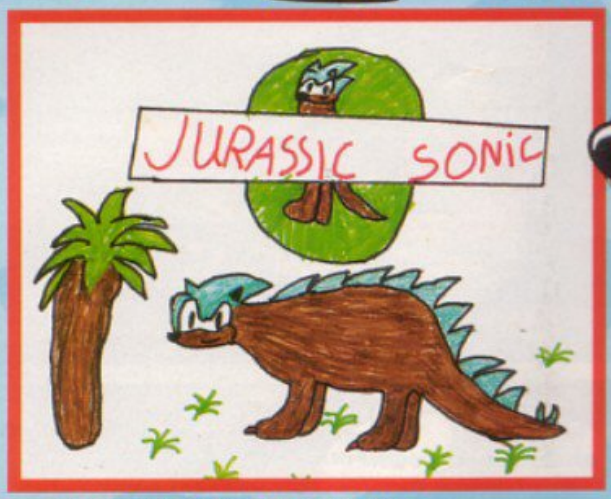
Game Groupies

Dear STC,

I would be very interested to know if there are any plans for a Sonic Fan Club?

Donna Wright, Aberdeen, Scotland.
Sonic Water Fun Game Winner.

STC is the biggest Sonic Fan Club around. Do you need reminding that every fortnight there are reviews, news, plus occasional badges and posters. Wise up, Donna. What more could a hume ask for?



Jurassic Sonic by Danny MacFarlane, London. Sonic Water Fun Game Winner.

Growing Zone

Dear STC,

I think it's great how you can turn Sega game characters into comic strips. I particularly like *Sonic* and *Decap Attack*. Could you also make a map of Mobius and include all the zones together with Knothole Village? (I read about this in the U.S. comic).

Keith Webb, Leicester. MD, GG, & MS Owner.
Sonic Water Fun Game Winner.

Not a bad idea, Keith. However, the reason the humes-who-think-they're-in-charge haven't done this, is because the number of Zones keeps growing with each new Sonic game.

Pad-ded Sell

Dear STC,

Please can you tell me when the six button joypad is coming out?

Scott Reid, Montrose, Angus. MD Owner.
Sonic Water Fun Game Winner.

The joypad is available now, Scott, at a cost of £14.99, so check out your local Sega stockist.

De-Capped

Dear STC,

Why doesn't *Decap Attack* come out as a computer game?

Gavin Cooke, Rhondda, Mid Glamorgan.
Sonic Water Fun Game Winner.

Where have you been, Gavin? Decap was originally out on the Mega Drive some time ago.

All dressed up with nowhere to go. Euan fails to see the funny side.

Euan Ogilvie, Carluke, Lanarkshire. Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

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